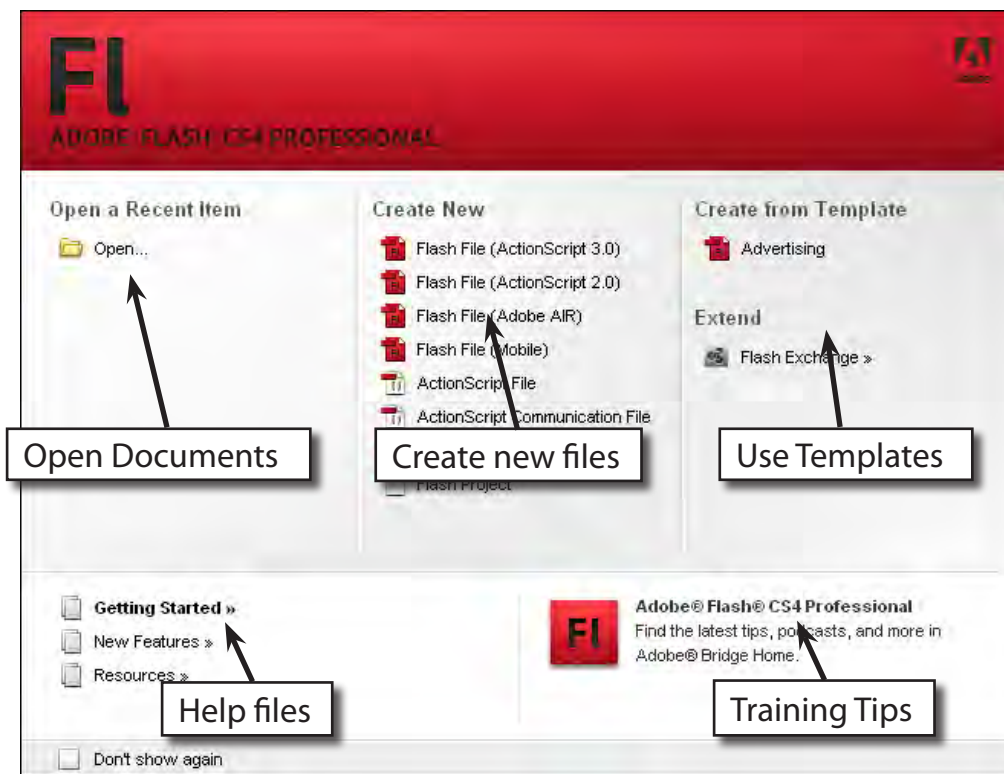


# Getting Started With Flash

Adobe Flash CS4 is a design tool set up primarily to allow the efficient creation of animations, especially for web pages. It has been developed to allow animations to be reduced to the lowest size possible so that the speed of operation within a web site is not too slow. In this chapter you will be introduced to some of the basics of Flash.

## The Flash Start Page

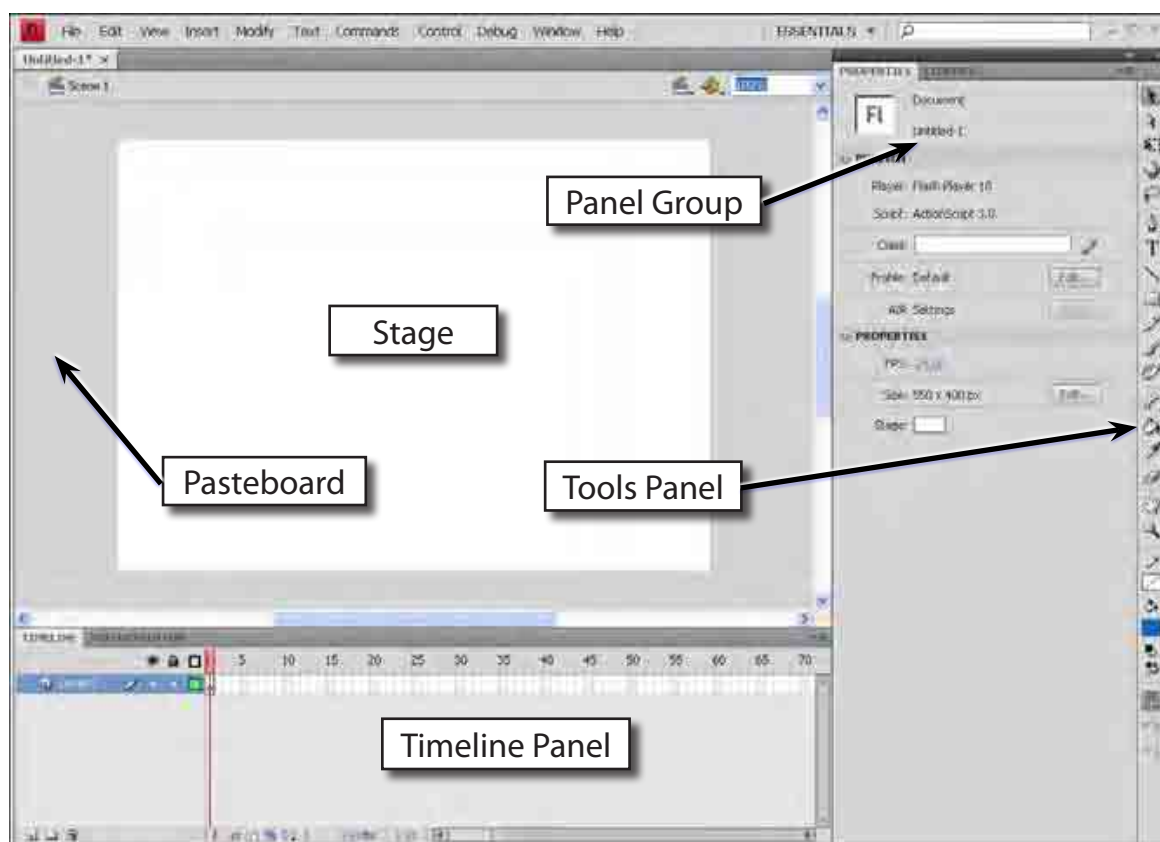
- 1 Load Flash CS4 and the following WELCOME screen should be displayed.



- 2 The WELCOME screen allows you to open saved files, start different types of files and obtain help with Flash.
- 3 Under the CREATE NEW section click on FLASH FILE (ACTIONSCRIPT 3.0) to start a new Flash document.

## The Flash Screen

- 1 You will receive the FLASH SCREEN similar to the following diagram.



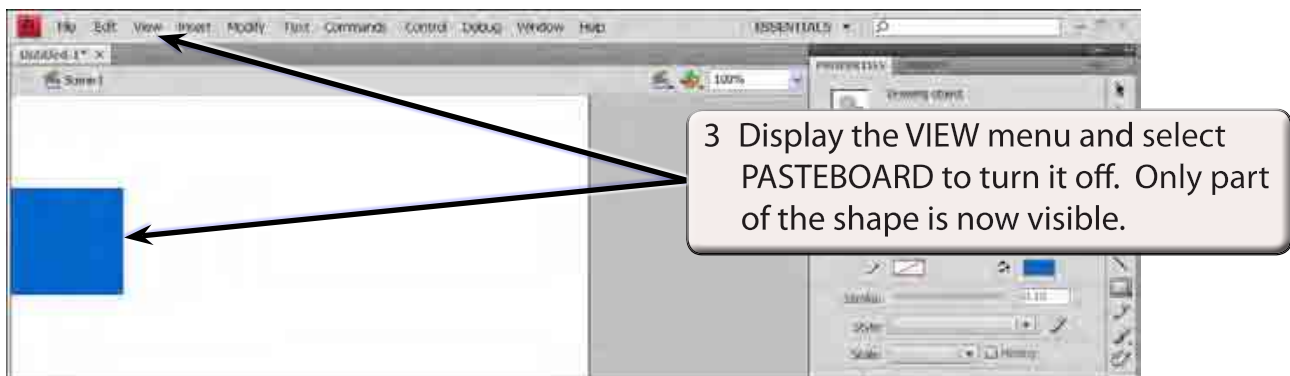
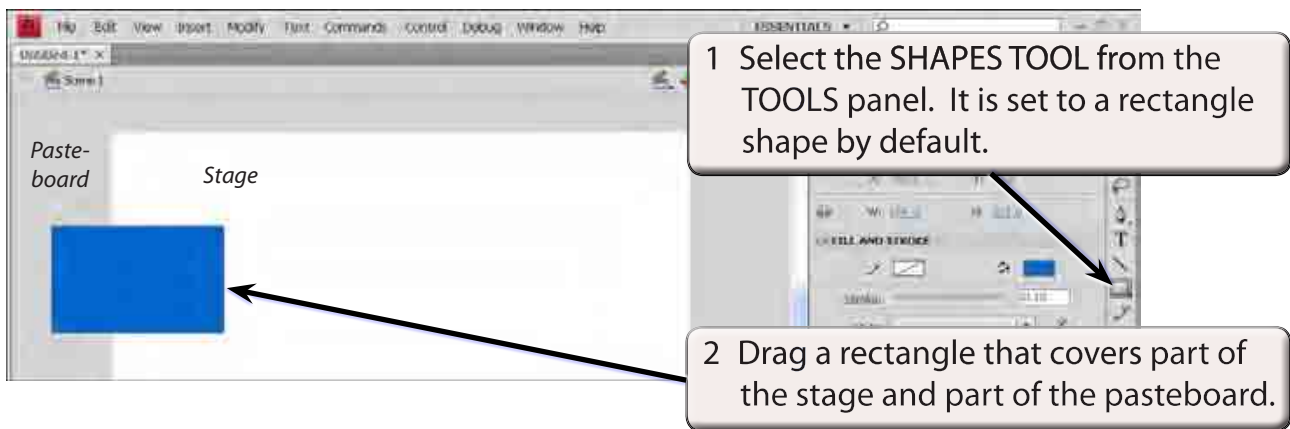
- 2 Look at the labelled sections of the diagram and refer to it until you are fully familiar with the different screen sections.

## The Flash Workspace

There are two parts to the Flash workspace which is at the centre of the screen:

- The **STAGE AREA** which is the white area.
- The **PASTEBOARD** which is the grey area that surrounds the stage.

Only objects within the STAGE AREA are included in a movie. The PASTEBOARD is mainly used to allow objects to move onto the stage then off.



**NOTE:** This is what the shape would look like if it was exported from Flash.

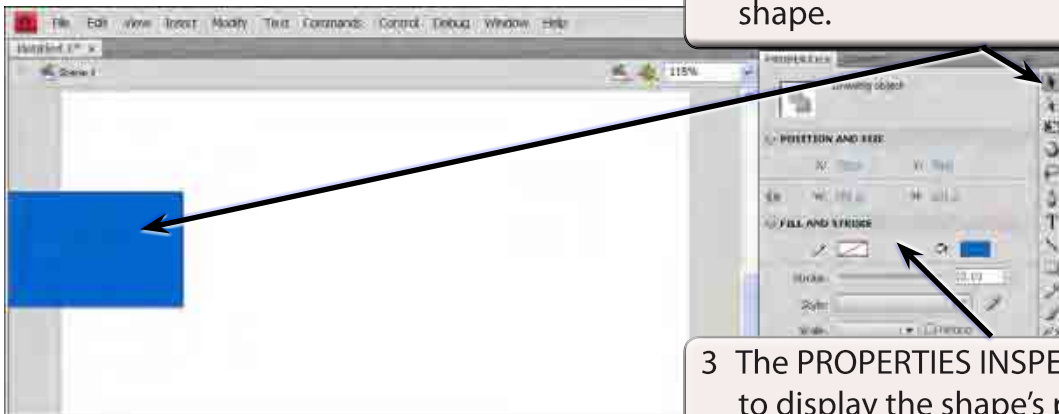
- 4 Display the VIEW menu and select PASTEBOARD to turn it back on.

## The Properties Panel

The PROPERTIES panel is one of the most used sections of the FLASH screen.



1 Notice that the PROPERTIES panel at the right of the screen has changed to provide the different properties available for drawing shapes.



2 Click on the SELECTION TOOL in the TOOLS panel then click inside the shape.

3 The PROPERTIES INSPECTOR adjusts to display the shape's properties.

4 Double click in the shape to select all its parts and press the DELETE key to remove it from the screen.